



Music City Tactical Shooters

Stage 1 - Bay 1

Stage Name: Park attack

Course Designer: Rick Kyle

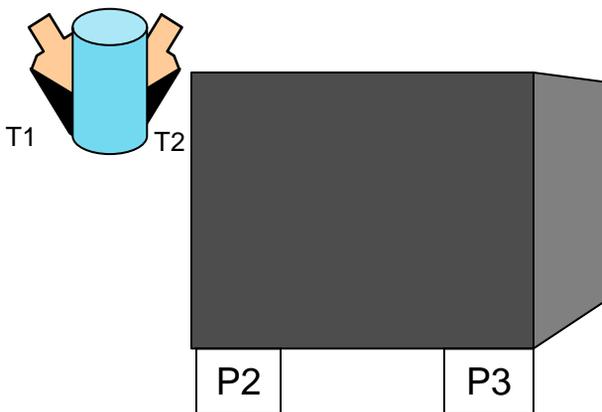
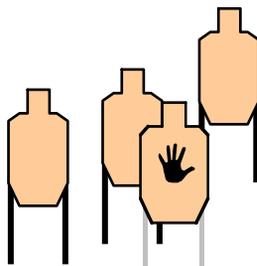
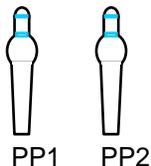


SCENARIO: Enjoying a day at the park when things go bad. Be careful of friendlies.

START POSITION: Seated on chair, pistol holstered, loaded to division capacity.

STAGE PROCEDURE: At the signal engage PP1-PP2 from seated position. Engage T1-T2 while moving to P2. Make-up shots can be taken from P2. Engage remaining targets from P2 and P3.

STRINGS: 1
SCORING: 16 rounds min, Vickers
TARGETS: 7 threat, 2 steel, 2 Non threat
SCORED HITS: Best 2 per target
START-STOP: Audible - Last shot
RULES: Current IDPA Rulebook
CONCEALMENT: Required





Music City Tactical Shooters

Stage 1 - Bay 1

Stage Name: Car Jack

Course Designer: Michael Bresson

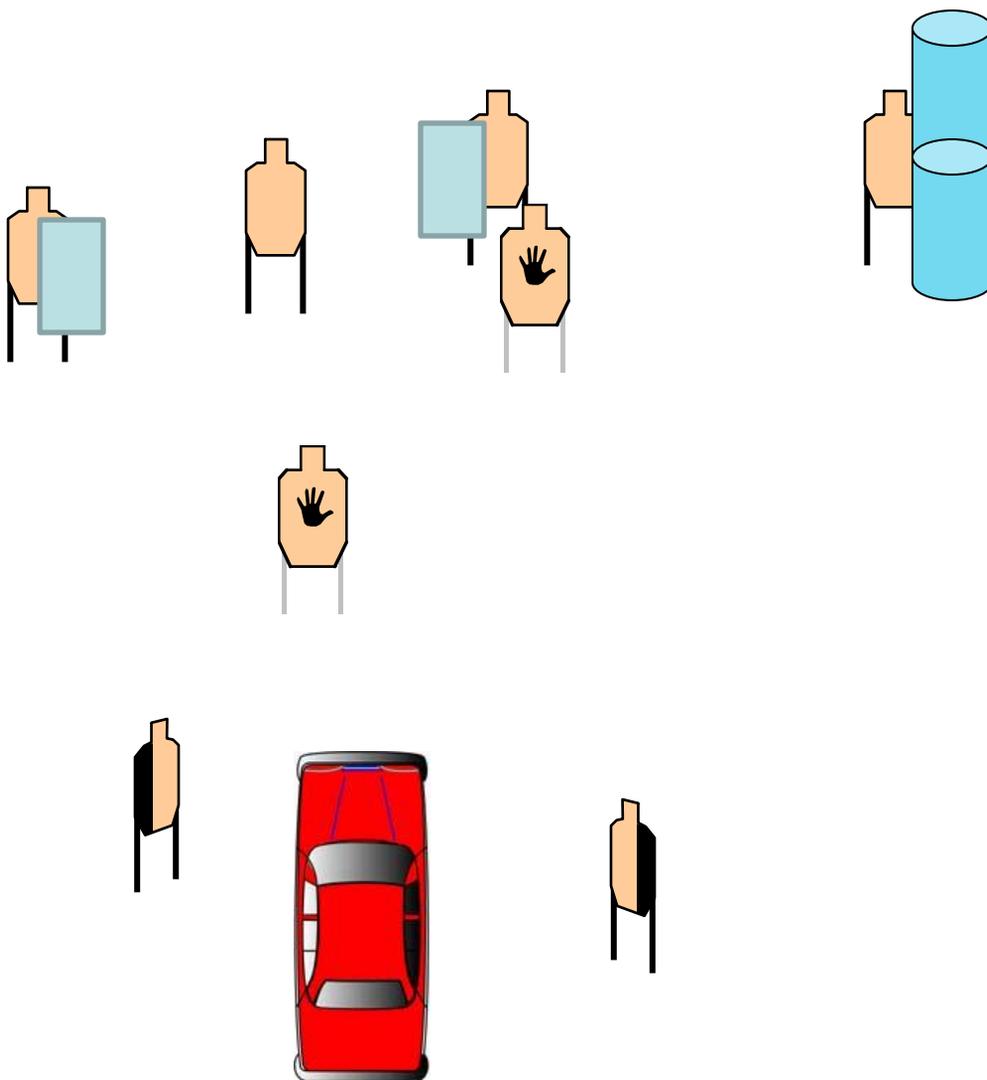


SCENARIO: Car Jacking that will end in your favor!

START POSITION: Sitting in driver's side hands on steering wheel in 10/2 position. Pistol loaded and laying on passenger seat.

STAGE PROCEDURE: At the signal, engage T1-T2 while seated in the car. Open car door and engage remaining threat targets while utilizing the car door as cover.

STRINGS: 1
SCORING: 12 rounds min, Vickers
TARGETS: 6 threat, 0 steel, 2 Non threat
SCORED HITS: Best 2 per target
START-STOP: Audible - Last shot
RULES: Current IDPA Rulebook
CONCEALMENT: Required





Music City Tactical Shooters

Stage 3 - Bay 3

Stage Name: Stick-em up!

Course Designer: Rick Kyle

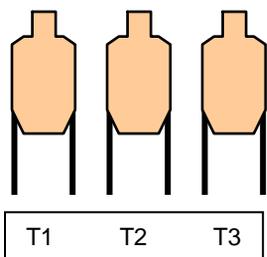


SCENARIO: You decide to fight your way out of a holdup on the street.

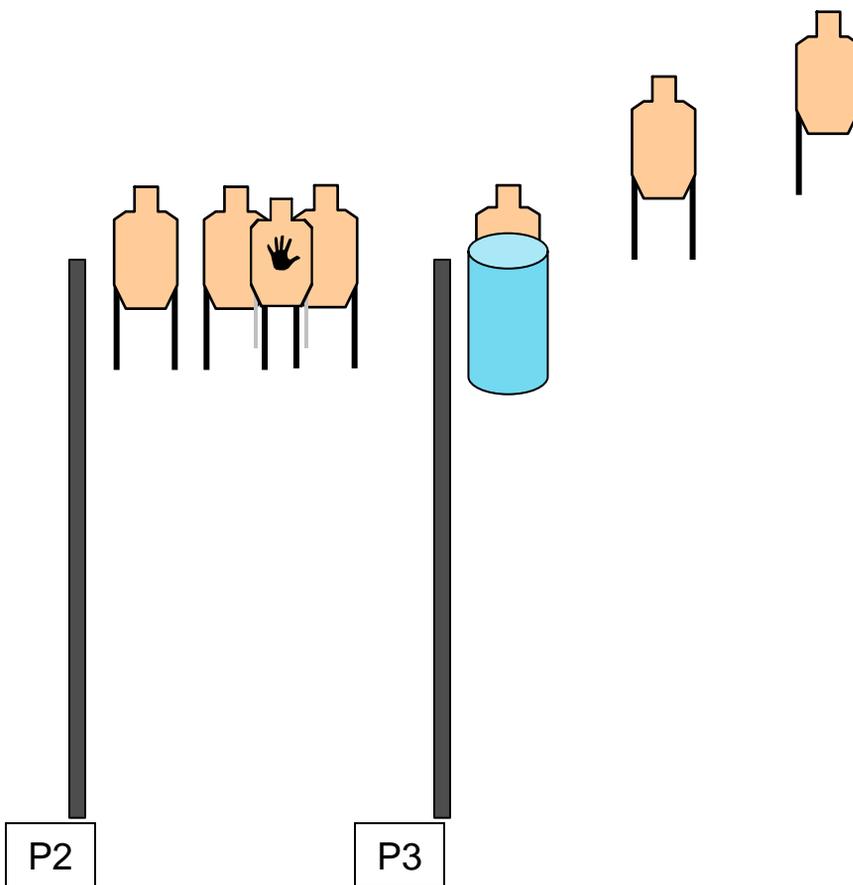
START POSITION: Standing at P1, gun holstered, loaded to division capacity. Facing up-range, hands at surrender.

STAGE PROCEDURE: At signal engage T1-T3 in Tactical sequence while retreating to P2. Engage remaining targets from P2 and P3 using cover.

STRINGS: 1
SCORING: 18 rounds min, Vickers
TARGETS: 9 Threat, 0 Steel, 1 Non threat
SCORED HITS: Best 2 per target
START-STOP: Audible - Last shot
RULES: Current IDPA Rulebook
CONCEALMENT: Required



P1





Music City Tactical Shooters

Stage 4 - Bay 4

Stage Name: Just not your day!

Course Designer: Rick Kyle

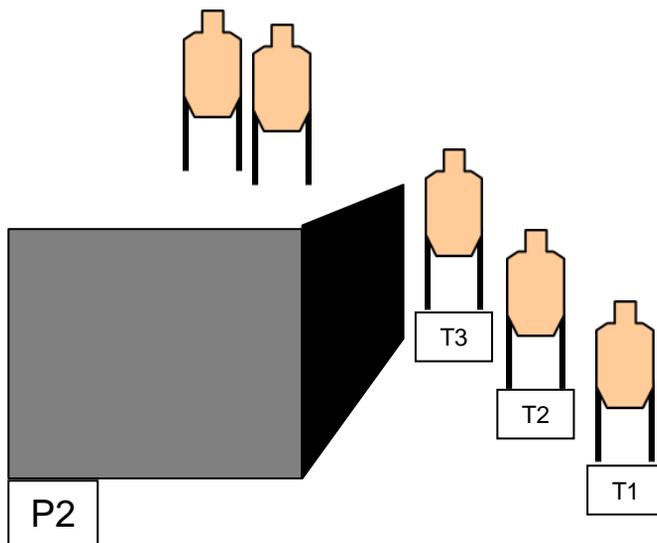
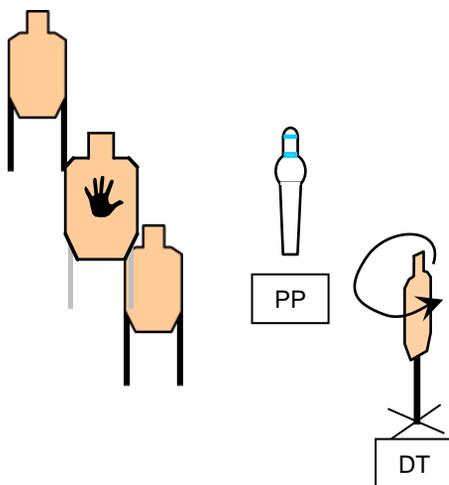


SCENARIO: Caught in the open, you fight your way to safety.

START POSITION: Standing at P1, gun holstered, loaded to division capacity.

STAGE PROCEDURE: At the signal engage T1-T3 while advancing to P2. Engage remaining targets from P2.

STRINGS: 1
SCORING: 17 rounds min, Vickers
TARGETS: 8 Threat, 1 Steel, 1 Non threat
SCORED HITS: Best 2 per target
START-STOP: Audible - Last shot
RULES: Current IDPA Rulebook
CONCEALMENT: Required



P1



Music City Tactical Shooter

Stage 5 - Bay 7

Stage Name: Fast or accurate?

Course Designer: Rick Kyle



SCENARIO: NONE

START POSITION: Standing at P1, gun holstered, *loaded with 6 rounds only.*

STAGE PROCEDURE: A signal engage targets in any order with 1 round each freestyle, then 1 round each strong hand only. then 1 round each weak hand only. Any IDPA legal reload as needed.

STRINGS: 1
SCORING: 18 rounds, Limited Vickers
TARGETS: 6 Threat, 0 Steel, 0 Non threat
SCORED HITS: Best 3 per target
START-STOP: Audible - Last shot
RULES: Current IDPA Rulebook
CONCEALMENT: Not Required

